

How to Play "FigureDraw" ENGLISH

- To play FigureDraw, you need a pen or pencil, a piece of paper, and a timer or clock.
- The goal is to draw as many instances of a figure as you can in one minute (60 seconds).
- Choose a figure to draw (such as the letter A or the digit 5). The figure does not have to be a letter or a digit; it can be something like ☺, %, or ⌘.
- Set the timer for 60 seconds.
- When someone says, "Go!", and starts the timer, proceed to draw as many instances of your figure as you can! Your figures don't have to be "neat", but they have to be such that an ordinary person can tell what they are.
- When your time is up, STOP IMMEDIATELY!
- Count the number of figures **you finished drawing**. That number is your score (IF you didn't make any mistakes along the way).
 - For example, if your figure was A, and you drew A A A A A A A A A A A A A A, your score would be **15**.
- If you were in the middle of drawing a figure, but you didn't finish drawing it, that figure doesn't count.
 - For example, if your figure was B, and you drew B B B B B B B B B B B B B P, your score would be **14**, because **you didn't finish drawing** your last B.
- If you draw an incorrect figure or a figure that doesn't look like the one you're supposed to be drawing, that figure doesn't count.
 - For example, if your figure was C, and you drew C C C C C C C C C N C C C C C, your score would be **13**, because the C doesn't look enough like a C, and the N is obviously not a C.
- **IMPORTANT:** To keep the game fair, all players should draw the same figure, obviously!